
LIFE IS STRANGE 3

Game Concept Pitch

*A deeply personal, choice-driven narrative adventure
inspired by parallel lifetimes*

**Core Fantasy: What if you could step into the better version of your life...
while still feeling the weight of the original?**

Episode 1 Setting: April 2018 • Lake Crystal, Minnesota
Small-town rural America

Showcase Document — Plot & Gameplay Power Gimmick

1. High-Level Concept

Players experience the profound contrast between a harsh reality and a “what could have been” timeline — exploring themes of **regret**, **empathy**, **family healing**, and the quiet pain of carrying memories no one else shares.

The story follows a consciousness that has merged with its alternate self, forcing the player to live both lives at once while deciding which world — and which version of themselves — to protect.

2. Protagonist — Steven

Steven — 17-year-old dreamer and quiet survivor. When his powers awaken, his consciousness merges with his alternate self from the better timeline. This fusion leaves him carrying the **full memories of both lifetimes** simultaneously — the pain of the original and the warmth of the alternate — while granting him the ability to physically switch between the two realities.

Original Life Traits

- Outcast and bullied; keeps his head high despite emotional abuse, neglect, and a crumbling home.
- Big dreams but feels trapped in solitude.
- Now burdened with dual memories: the love and success he never had, and the suffering he knows too well.

3. Powers & Mechanics — The Core Gimmick

Distinct from previous Life is Strange titles. No time rewinding.

Clairvoyance + Clairaudience

Sees and hears multiple possible futures and events in **both timelines simultaneously** — but cannot always tell which future will come true. Visions become opportunities to intervene (or deliberately let events play out).

Timeline Switching via Mirrors

Physically swaps between the Original and Alternate timelines by manifesting portals through mirrors. The merger allows Steven to exist in both worlds while retaining a single, continuous consciousness. Mirrors become both puzzle elements and emotional gateways.

Player Impact & Tension

Choices ripple across both realities. The constant presence of dual memories forces unique decisions: what to reveal, what to hide, and how to protect people who don't remember the other life. Gameplay emphasizes emotional decision-making, exploration, dialogue, and mirror-tied puzzles.

4. The Two Timelines — Steven & Courtney's Life Swap

HARSH REALITY — Original Timeline

Steven's Original "Harsh" Timeline

- Broken up with Courtney (met March 2017)
- Narcissistic, verbally abusive foster mom
- Adopted dad left after false accusations & legal drama
- Bullied and ostracized at school; mostly solitary
- Decaying house & cluttered junkyard farm
- Younger siblings disobedient and hateful
- Adopted sister in crisis after toxic relationship
- Feels trapped (no license, no car)
- Tone: Isolation, neglect, quiet endurance

Courtney's Original Timeline

- Loving, stable family — parents still together and supportive
- Has never endured a broken home herself
- Looks at Steven's situation from the outside
- No personal reason to say "You don't know what it's like..." — she truly doesn't
- Relationship with Steven has already ended
- Carries her own quiet struggles, but not the weight of family fracture
- Tone: Secure enough that Steven's pain feels distant to her

ALTERNATE REALITY — The Dream Life

Steven's Alternate Timeline

- Still in a loving relationship with Courtney (his "twin flame")
- Happily married, stable parents
- Mom: fit, loving, protective Sheriff of Blue Earth County
- Dad: owns a successful construction company
- New sister Priscilla (absent from original)
- Popular & respected — the quiet kid everyone wants to get to know
- Has driver's license + nice car
- Beautiful, well-maintained ranch-style farm
- Younger siblings respectful and calm
- Tone: Peace and success — yet he still carries the original's pain

Courtney's Alternate Timeline

- Now the one carrying a fractured family
- Lives the version of the broken home that Steven escaped
- Feels the isolation, the arguments, the quiet shame
- In this world she is the one who needs understanding
- Still with Steven — but he alone remembers both sides
- Her pain is real and present; only Steven knows he once lived it
- Tone: The weight Steven used to carry has moved to her

The player constantly feels the bittersweet tension of success in one world while remembering suffering in the other — and sees how the same pain simply changed hands.

5. Key Emotional Beats

"You don't know what it's like to have a broken family..."

— Courtney | Steven's internal thought: *"But I do... because I'm living your life in the other timeline. I wish I could tell you without sounding crazy."*

Why This Line Hits So Hard — The Life Swap

In the **Original Timeline**, Steven is the one trapped in the broken home while Courtney has a loving, stable family. In the **Alternate Timeline**, their positions reverse: Steven lives the peaceful, stable life... but only because his twin flame, Courtney, now endures the suffering he lived in the other world.

Steven is living **both lives at once**. The merger means he carries the full memory of his original harsh reality *and* the alternate dream life simultaneously. He doesn't just imagine Courtney's pain — in one of the two timelines he remembers, he has already lived it. When she tells him he can't understand a broken family, he is standing there knowing exactly what she is describing... because he endured it himself.

The cost of his peace is her suffering. That inversion is the emotional engine of their relationship across both worlds: each of them has been the one who needed saving, and only Steven — living two lives — knows it.

- The bittersweet feeling of success in one world while knowing (and remembering) suffering in the other.
- Moments of intervention using powers to protect loved ones across timelines.
- The internal conflict of the merged self: Steven struggles with identity, wondering which version of himself is the "real" one.

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- Themes of forgiveness, what makes a family, the courage to choose hope, and learning to live with memories that don't belong to the world around you.

6. Why This Works as Life is Strange 3

- Evolves the series' signature emotional storytelling and meaningful choices.
- Fresh power set (merger + dual-memory burden + mirror portals) creates new gameplay loops and narrative tension.
- Highly relatable, dream-like personal inspiration translated into universal themes.
- Strong replayability through branching paths and dual-timeline consequences.
- Atmospheric small-town Minnesota setting with nostalgic 2018 vibes.

A story about carrying two lives at once — and choosing which future to fight for.